## Related Panels:

**Visualization, Semantics, and Aesthetics**

*Wednesday, 16 August, 4:15AM -6:00 PM, Petrie Hall D*

**The CAVE and Beyond: VR Art in Museums and Galleries**

*Thursday, 16 August, 10:30-12:15 AM, Petrie Hall C*

**Immersed in Anxiety or a Process to Healing? VR Meets Mental Health**

*Thursday, 16 August, 4:15PM -6:00 PM, Petrie Hall D*

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## Web 3D RoundUP

*Special Session*

*The interactive event for interactive content.  Web3D content developers and toolmakers demonstrate the latest technology and applications in a fast-paced shootout.  The audience selects the best of the best from over 25 pre-selected presenters.*

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# Sensapolooza: A Guided Tour of the New Silicon Senses

*Special Session*

*Sensory explorers describe a future where computing strategies and digital devices enhance, heighten and repair the human sensorium.*

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**2001 in 2001:**

**How a Film  Inspired our Future**

*Special Session*

*Industry veterans and historians discuss and assess Stanley Kubrick's masterpiece "2001", its influence on today's films, and how its influence will extend into the 21st century.*

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## ACM SIGGRAPH Forum

*"Come to the ACM SIGGRAPH Forum to learn about and get involved with year-round activities ...chapters, education, public policy, symposia, publications, traveling art show..."*

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## Audience Interactivity

**Ask questions or share your comments online during Virtual Stars, Masters of the Game, Sensapolooza, and 2001 in 2001. You can use you own laptop (you'll need a wireless networking card), or use the computer stations at the back of  West Hall B.**

*http://www.siggraph.org/s2001/panels/questions.html*

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